1. Three Conclusions we can draw about Kickstarter campaigns

-Many people globally start campaigns on Kickstarter, get funding, but very few ultimately go live.

-Theater, music, and film/video campaigns are the most successful.

-The amount of Successful campaigns reached a peak in May. In comparison to how many campaigns are successful and fail, not many are canceled.

1. Limitations of the dataset

-Demographics of those launching Kickstarter campaigns.

-Do the successful campaigns have outside funding from Kickstarter?

-We are only looking at one of the crowdfunding sites, there are more we could use to compare.

1. Possible tables and graphs that we could create

-Bar graphs could be used for the category/state analysis

-Scatter plot for the launch dates